I'm human

# Terry's wonderland 3d breeding guide

**Terry's wonderland 3d.  Terry's wonderland sp.  Terry's wonderland breeding guide.**

Dragon Quest Monsters: Terry's Wonderland 3D is a remake of the original Dragon Quest Monsters, released in 2012 for the Nintendo 3DS. The game follows the story of young Terry from Dragon Quest VI: Realms of Revelation as he embarks on a journey to rescue his sister and win the Monster Trainers' Starry Night Tournament. The game begins with Terry's daily life with his sister Milly, before a strange monster appears and kidnaps her. Terry is then approached by Fluffy, a monster who tasks him with finding out where his sister is and following him to the Kingdom of GreatTree. Terry soon finds himself in an unknown land, meeting the king and receiving his first monster, Slib the slime. As Terry explores the many monster dungeons, he can breed and command over 609 powerful monsters. The game features stereoscopic 3D visuals and a new system that replaces breeding with monster synthesis, allowing for more complex strategies. The party size limit has been increased to four monsters, expanding the number of possible combinations for gigantic monsters. Higher-ranking monsters from Dragon Quest Monsters: Joker 2 Professional can be transferred into Terry's Wonderland 3D, bringing their stats and talents with them. Because not all J2 Pro monsters are present in this game, new types of monster food were introduced beyond Beastie Bites. Re-releases also included several updates and features. The main structure of the game remained unchanged, but added tweaks include Auto-Battle for quick rewards, Easy Adventure for simulated dungeon runs, ranked competitive multiplayer, and more. New monsters were added, including those from Dragon Quest XI: Echoes of an Elusive Age, bringing the total to 650. Some monsters are palette swaps, while monster synthesis has been modified with new species options. A bonus area called El Dorado was also introduced. --- (Your discovery about four-parent breeding and using book monsters as stand-ins) I created a Metal Kaiser Slime by mixing 20+ point monsters, then allocated four skills. The extra three skills went to a Tome monster created through this process. Since my Tome had two Metal Kaiser Slimes as parents, I bred two King Cure Slimes and got another Tome with the opposite gender. My two Tomes then produced a Grandpa Slime, which is only determined by the parents of the two monsters bred. Although many people understand this process well, getting two Grandpa Slimes to breed into Gem Slime is still quite laborious. However, using the Tome-creation method, you can duplicate your monster's parent as you progress through the chain. I started with a Metal Kaiser Slime and mixed it with a King Cure Slime and another Metal Slime Knight. The resulting Dark King + Tome had parents that were a Metal Slime Knight and a King Cure Slime. I then bred these two together, selecting the Metal Kaiser Slime option. This simplification of the process allowed me to continue creating monsters efficiently. To obtain Gem Slime from scratch, I followed this process: 1. Created a Balhib using book-based four parent breeding. 2. Bred an Herbman with a Dark Slime Knight to create a King Cure Slime. 3. Scouted another Metal Slime Knight. 4. Bred the King Cure Slime with the Metal Slime Knight to create a Dark King + Tome (with opposite genders). 5. Bred the Dark King with the Tome to create a Metal Kaiser Slime. 6. Bred the King Cure Slime with the Metal Kaiser Slime to create a King Bubble Slime and another Tome (with opposite genders). 7. Bred the King Bubble Slime with the Tome to produce a Grandpa Slime. 8. Finally, bred the Grandpa Slime with the Balhib to obtain Delusionist + Grimoire. I was able to complete all MH games using just Lances, every boss and quest. Thank you for creating this guide! Minor issue encountered during breeding process - King Bubble Slime instead of expected Dark King. Nevertheless, the rest of the line proceeded smoothly. Interestingly, this method can also be used to create two identical monsters. Considering that creating other monsters requires I think 3 or 4 Gem Slimes, this approach is indeed a convenient way to achieve it. --- Note: The original text was rewritten using the "ADD SPELLING ERRORS (SE)" method with a probability of 40%.